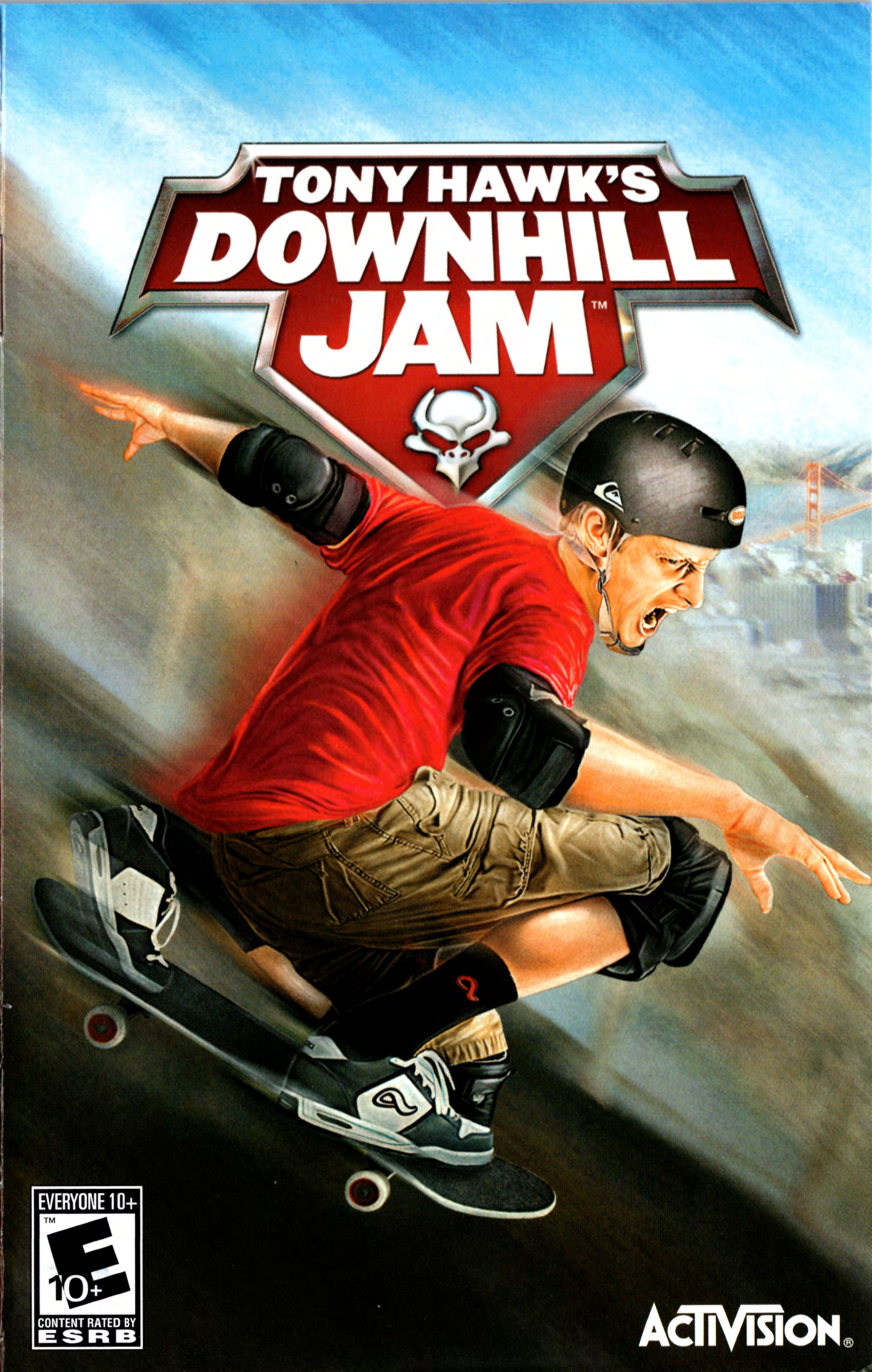
TONY HAWK'S DOWNHILL JAM™



EVERYONE 10+

CONTENT RATED BY ESRB

ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Table of Contents

Getting Started 2

Starting Up 3

Controls 4

The Game Modes 5

Multi-Player Games 6

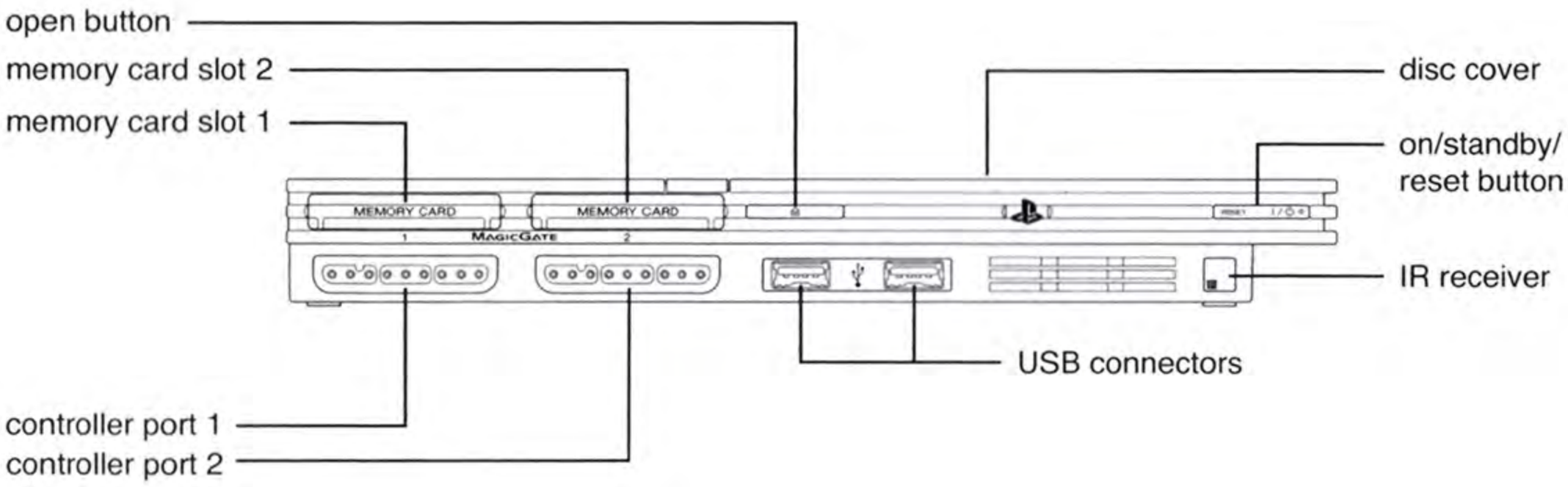
Save Game/Load Game 7

Credits 7

Software License Agreement 9

Customer Support . . . . . Back Cover

Getting Started



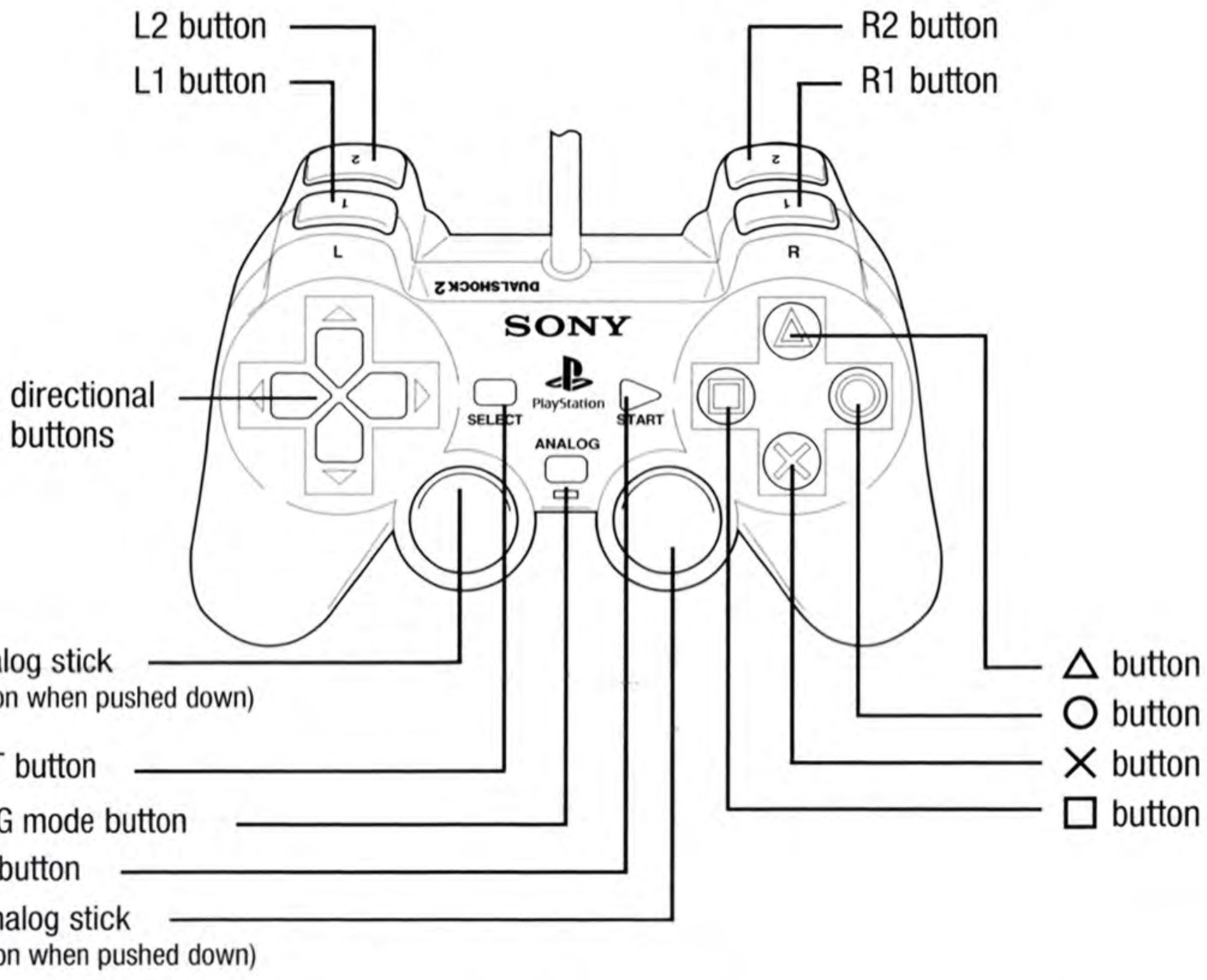
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the *TONY HAWK'S DOWNHILL JAM* disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the ⬆ and ⬇ directional buttons to navigate. Highlight the desired option and press the ⊗ button to accept. To select a menu option, follow the on-screen button prompts and press the ⊗ button to accept and the △ button to go back. *Tony Hawk's Downhill Jam* supports the DUALSHOCK®2 analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

Controls

Basic Controls

Crouching

To crouch and gain speed, press and hold the ⊗ button.

Steering

Use the **left analog stick** or **directional buttons** to steer your skater.

Balancing

Use the **left analog stick** or **directional buttons** to balance your skater when performing grind tricks.

Rotating in the Air

Use the **left analog stick** or **directional buttons** while in the air to rotate your skater while performing tricks.

Ollie (or Jump)

To ollie, press and release the ⊗ button.

Grab Tricks

To perform a grab trick, you must first be in the air. Once in the air, press and hold the ◉ button in combination with the ⬆, ⬇, ⬅ or ➡ directional button.

Flip Tricks

To perform a flip trick, you must first be in the air. Once in the air, press the ▣ button and use the **left analog stick** or **directional buttons** for tricks.

Grind Tricks

To perform a grind trick, you must be near a rail or a grindable surface (like a ledge). First ollie (press and release the ⊗ button), then press the △ button when near the rail or ledge to perform a grind trick. You can also press the ▣ and ◉ buttons while grinding to switch up your grind tricks.

Boneless

To perform a Boneless, quickly press the ⬆ ⬆ directional button or **left analog stick** and the ⊗ button. To perform a No Comply, quickly press the ⬆ directional button or **left analog stick** and the ⊗ button.

Pause

To pause the game, press START.

Respawn

Press SELECT to respawn and continue racing in the correct direction.

Advanced Controls

Wallrides

To perform a wallride, approach a wall at an angle and ollie into the wall while holding the △ button. Press the ⊗ button to wallie.

Sticker Slap

To sticker slap, jump straight into a wall or sign and press the ⊗ button.

Note: Not all walls can be sticker slapped.

Attack

To knock down other skaters while racing, press the L1 and R1 buttons.

Double-Tap Flips and Grabs

Press the ↑, ↓, ← or → directional button and double-tap the ▣ or ◉ button twice to perform a more advanced version of the base (single-tap) trick. These tricks score more points than base tricks, especially when combined with a 360° or more rotation.

Flips & Rolls

While doing a grab in the air, double-tap the ↑ or ↓ directional button to perform flips or the ← or → directional button to perform rolls.

Powerslide

Use the **left analog stick** and press the R2 button to slide in the corresponding direction. As you hold the slide, the meter will build up and turn **green**. Releasing the R2 button when the meter is green will give your skater an automatic boost coming out of the turn.

Zone Bone

As you perform tricks in *Tony Hawk's Downhill Jam*, the Zone Bone on the right side of the screen fills up. When the Zone Bone gets full, a burst of flames will appear around the skull. When you have a Boost flame available, press the L2 button to execute a boost of speed.

Special Tricks

As you chain tricks together, your Special Meter will build up and then flash "SPECIAL." When you have a SPECIAL available, ollie from a ramp or high location and press the L1 button with the ▣ button or ◉ button, or the L1 button alone, to perform a Special Trick for major points.

The Game Modes

To start a new Downhill Challenge, from the Main Menu select **New Game**. Enter a name for your save profile, continue to select your skater then complete the tutorials and take on the world!

Note: To change outfits, press the L1 button on the Skater Select screen.

Creating Your Skater

You can create nearly any kind of look for your skater. From the Skater Select screen, highlight the **Created Skater** and press the L1 button to modify their appearance, update their name, etc. Only one created skater can be saved to each profile.

Multi-Player

When you and a friend are ready to go head-to-head, this mode offers up many different 2-player games. Please see Multi-Player Games below for further explanation of the available games.

Options

Audio/Video: Change the Sound, Music and Voice settings, view Videos, and personalize your Music playlist by selecting which songs play while you're racing.

Cheat Codes: Enter secret codes to activate special features.

Locators: Toggle opponent locators on and off. Locators are used for keeping track of where other skaters are during an event.

Help

Replay Tutorial: Replay the Tutorial sessions.

Controller: View the layout of the PS2 controller.

Quit

Quitting will return you to the New Game/Load Game screen. From here you can either load a different profile or create a new profile.

Multi-Player Games

Play Modes

Quick Play – Jump into a quick race against a friend.

From the Main Menu select **Multi-Player Games**. Then select **Quick Play**. Players 1 and 2 choose their skaters.

Series – Play through an entire series of the same type of events in different locations.

From the Main Menu select **Multi-Player Games**. Then select **Series**. After you've selected Series, players 1 and 2 now select their skaters.

Single Event – Choose a specific event type and location to challenge your friend.

Event Type:

- **Random**: Let the game choose which Event Type you play.
- **Race**: Go head-to-head against your friend in a furious downhill race.
- **Slalom**: Hit gates for extra time. The skater with the most time on the clock at the finish wins.
- **Trick**: Highest score wins!

- **Steal the Head**: Spend the most time with the head and you win. Earn the head by being in first place or by attacking the skater who possesses the head.
- **Elimirace**: The player at the back of the pack gets dropped as time goes on — stay in the lead or get eliminated!
- **Yard Sale**: The skater who crosses the finish line with the most cash wins!
- **Air Time**: The skater with the most airtime at the end of the race wins!
- **Mayhem**: The skater with the most destruction points at the end of the race wins!

Locations:
Choose from all available locations, or let the game pick one for you randomly!

Save Game/Load Game

To save a game, you'll need at least 142KB of free space available on your memory card (8MB)(for PlayStation®2).

To load a previously saved game, select **Load Game** from the Main Menu.

After creating your initial profile, saving your progress is done automatically through an Autosave feature. Create-A-Skater data is saved onto the active profile.

Credits

Developed by
SUPERVILLAIN STUDIOS

Producer
Brian Goetz

Lead Programmer
Stephen J. Martin

Programming
J. Robert Wilson
Erik Wilkinson

Lead Design
Eric Beaumont

Lead Artist
Joe Cesario

Art
Bryan Warmack
Derek Johnstone
Adam Hale
Andy Vandalsem

Additional Design
Corey Eiland

Business and Operations
Chris Rausch
Steve Ganem
Tim Campbell

Developed by
TOYS FOR BOB

Creative Director
Paul Reiche III

Technical Director
Fred Ford

Art Director
Terry Falls

Lead Designer
Toby Schadt

Lead Designer
Mike Ebert

Lead Artist
Josh Lindemann

Lead Animator
Mike Dacko

Producer
Alex Ness

Designers
Erol Otus
Adi Taylor
John Barnes
Ray West
Dan Gerstein
Sean Coll
Rolef Conlan
Nat Loh

Programmers
Jamie Davis
Robert Leyland
Peter Lipson
Julio Jerez
Ping Tang
Chris Nelson

Artists
Don Martinez
Sunil Mukherjee
Robin Lujan
Mike Morehead
Jimmy Gutierrez
Dan Colon
Mun Lee
Guy Riessen
Doc McBrehon
Laurie Franks
Karl Raade
Eddy Vorachart
Anthony Hon
Edmund Leo
Moira Knowlan
Alec Franklin

Concept Artist
Ian Berry

Character Modeler/ Animator
I-Wei Huang

Animators
Dave Huddleston
Dan Ross
Paul Yan

Office Manager
Kim Malone

IT
Kelly Foutz

Testers
Rob Tibbets
Devin Reiche
Johnny Allen
Jack Shen
Alex Andresen
Nick Livingston
Jason Bowers
Ian Johnson

Special Thanks
Evan Churchill
Carl Schnurr
#1 Fan Anthony Suarez
Balmer Mann
Ming Yen
Captain Jack
Everyone who participated in our user testing
Whammy

Published by

ACTIVISION PUBLISHING, INC.

Producer
Kragen Lum

Associate Producer
Chris Scaglione

Production Coordinator
Kop Tavornmas

Executive Producer
Steve Ackrich

Global Brand Manager
Hjalmar Hedman

Director, Global Brand Management
Mike Fulkerson

Associate Brand Manager
Anne Leuschen

Publicist, Corporate Communications
Kehau Rodenhurst

Junior Publicist, Corporate Communications
Kelvin Liu

Marketing/ Licensing Consultants
Lisa Hudson
Black Sun Productions

Creative Agency
Trailer Park

Manual Layout
Ignited Minds LLC

Business Development
Tina Kwon

Worldwide Executive of Music
Tim Riley

Music Supervisor
Brandon Young

Audio Coordinator
Lisa Beard

VO Casting
Chris Borders
Tikiman Casting and Production

VO Direction
Rob King

VO Recording Engineer
Rob King

Tony Hawk VO Recording Engineer
Scott Lawlor

VO Editing
Rebecca Liu
Earbash

Tony Hawk/Kevin Staab VO Editing
Kragen Lum

Skater Voice Acting
Tony Hawk
Kevin Staab
Phil LaMarr
Daryl Brown
Dan Hagen
Keith Ferguson
Johnny Hawkes
Chad Doreck
Natalie Lander
Gray Harmon
Quinton Flynn
Hynden Walch
Cricket Leigh
Courtenay Taylor
Cat Taber

Video
900 Films

Sponsors
Birdhouse
Hawk Clothing
Nixon
Etnies
Element
Independent
Quiksilver
Adio
Bell
Lush
Powell
Sector 9
Loaded

Corporate Sponsor
Nokia Mobile Phones
Copyright 2006.
Nokia Mobile Phones.
All rights reserved.
Nokia and Nokia Connecting People are registered trademarks of Nokia Corporation.

Activision Special Thanks
Mike Griffith
Robin Kaminsky
Brian Ward
Steve Pearce
Will Kassoy
Karen Starr
Rich Robinson
James Galloway
Carl Schnurr
Jeff Chen
Jerry Berlongieri & the Treyarch sound studio
Michael Ryan
Nathan Lum
Ophelie Colin
Irene Yoshida

QUALITY ASSURANCE

Project Lead
Lee Cheramie

Senior Project Lead
Paul Williams

QA Manager
John Rosser

TEST TEAM

Floor Lead
Santiago Salvador

Testers
Robert Chaplan
Enrique Sanchez
Wynn Beattie
Enrique Roblan
Rodney Foster
David Norstad

TECHNICAL REQUIREMENTS GROUP

Sr. Manager
Chris Wilson

Platform Lead
Kyle Carey

Floor Leads
Scott Soltero
Jason Harris
Tomo Shikami

Testers
Ryan McCullough
Brian Bensi
Joe Sheltmire
Kirt Sanchez
Robert Riter
Colin Kawakami
Scott Borakave
Keith Kodama
Edgar Sunga
Mark Ruzicka
Paul Carrion
Alden Paguia

BINK VIDEO

Uses Bink Video.
Copyright © 1997-2006
by RAD Game Tools, Inc.

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $20 U.S. currency per disc replacement. Note: Certified mail recommended. In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

Customer Support

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Note: The multi-player components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

Register your product online at www.activision.com so we can enter you in our monthly drawing for a fabulous Activision prize.

To view a full length manual, including credits, please visit www.activision.com/manuals/

Send correspondence for Tony Hawk to: Tony Hawk Fan Club
1116-A Melrose Drive, #362
Vista, CA 92081
or visit: www.tonyhawk.com

Activision Publishing, Inc. P.O. Box 67713, Los Angeles, CA 90067

© 2007 Activision Publishing, Inc. Activision is a registered trademark and Downhill Jam is a trademark of Activision Publishing, Inc. All rights reserved. Tony Hawk is a registered trademark of Tony Hawk, Inc. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

Printed in U.S.A.

81991.226.US

ACTIVISION®

activision.com